

SHMUN VI

The Daily Prophet

21 JANUARY, 1996

# HARRY POTTER



BACKGROUND  
GUIDE

# About Harry Potter

This committee is a crisis simulation inspired by the Harry Potter series. Delegates take on the role of a diverse range of characters both inside and outside the formal government to address the collapse of Azkaban. The events and structure are based on the books but delegates are encouraged to develop creative solutions and new plotlines rather than strictly following the narrative. However, they must effectively represent the interests of their character throughout the conference. Unlike traditional Model UN committees, this council is not limited to formal debate and resolutions. Instead, delegates are expected to draft and pass directives, responding to the situation with immediate, actionable orders that would change the direction of the story. Delegates must act quickly, adapt to new information, and negotiate under pressure.

# Premise of the Council

Freeze Date: 21<sup>st</sup> January 1996

Agenda: Addressing the Mass Security Breach at Azkaban

**“MASS BREAKOUT FROM AZKABAN: MINISTRY FEARS BLACK IS THE RALLYING POINT!”** The headlines of the Daily Prophet screamed with a terror not felt in fourteen years. Late last night, Azkaban suffered a catastrophic systemic failure, as Anti-Apparition wards failed in sequence, containment enchantments destabilised, and the Dementors abandoned their posts entirely. This led to the escape of ten high-security prisoners, Death Eaters from the First Wizarding War. Among the escapees are notorious killers like Bellatrix Lestrange, Antonin Dolohov, and Algernon Rookwood.

Moreover, the crisis is compounded by betrayal within the prison's foundations, as the Dementors have rebelled against the restrictions imposed by the Ministry of Magic. They have joined Lord Voldemort, leaving the North Sea unguarded and the mainland vulnerable to soul-chilling mists that the Ministry is currently powerless to stop. This threatens to reignite old alliances, expose Ministry vulnerabilities, and confirm fears the government has spent months publicly denying: that Voldemort has returned, and that the wizarding world is once again on the brink of war.

The council is the eye of the storm, responsible for every decision henceforth, and would determine how the Ministry secures the wizarding population, contains emerging threats, and restores order in the days ahead.

# Spells

*In addition to standard parliamentary motions, delegates can cast spells depending on their power. As the crisis evolves, new spells may be added:*

1. **Revelio** (Disclosure): Forces a delegate to disclose one Private Note or Secret Directive they passed in the last 20 minutes. Can be used by all delegates twice.
2. **Expecto Patronum** (Restoration): Negates a crisis update regarding Dementors. If an attack is announced, this spell minimises its effects. Order Members & Specialists can use this by stating a happy memory related to your character's goals.
3. **Obliviate** (Memory): Erases a rival's memory of a key argument during negotiations. Ministry Officials & Strategic Characters can use it twice.
4. **Muffliato** (Privacy): Allows the caster to speak privately with two other delegates for 2 minutes in the middle of the room without being overheard. Can be used by all delegates twice.

# Timeline of Events

1981–1993

Following Voldemort's fall, calls for prison reform are dismissed. Dementors are relied upon as a low-cost, high-control security solution.

1993

Sirius Black's escape exposes the first major crack in Azkaban's infallibility. No structural reforms follow; the Dementors remain the sole guardians of the prison.

*Summer–Autumn 1995*

In response to growing unrest, the Minister consolidates power within the executive branch. Independent oversight bodies are marginalised while reliance on Dementors increases, both at Azkaban and in the Ministry's enforcement strategy.

*December 1995*

Aurors and prison administrators begin reporting that Dementors are increasingly difficult to direct.

Cooperation can no longer be assumed, but no action was taken.

*January 1996*

Irregular Dementor behavior was recorded, including delayed responses and unexplained absences. Senior Ministry officials privately acknowledge the possibility that Dementors may be abandoning their allegiance.

*20 January 1996*

Shortly after midnight, Azkaban's magical defences begin to fail. By the time Ministry forces are mobilised, the Dementors have deserted the prison, and ten high-security inmates have escaped.

*21 January 1996*

News of the mass breakout reaches the wider wizarding world. The Ministry confronts the collapse of Azkaban, the defection of the Dementors, and the most serious internal security crisis since the First Wizarding War.

# Background Information

Azkaban was not originally built as a prison, but upon its discovery in 1718, the Ministry of Magic established the fortress as a prison, providing Dementors a constant supply of “food” in exchange for their service as guards. This saved the Ministry the massive cost of human wardens but created a dangerous reliance on immortal monsters, and a system in which control was psychological. “Azkaban is supposed to be the most secure prison in the world” was the belief, and it remained the same despite Sirius Black’s escape in 1993.

In the months leading to the crisis, under the leadership of Cornelius Fudge, the **Ministry prioritised public image, and resources were shifted** towards internal oversight and the implementation of Educational Decrees at Hogwarts. Some argue that this led to a

critical reduction in direct human oversight at Azkaban, leaving the Department of Magical Law Enforcement (DMLE) under-equipped to monitor the prison's guardians. Regardless of the intent, the result was a prison system that operated with minimal human intervention, relying entirely on the perceived loyalty of the Dementors.

Minister Fudge has also **publicly blamed the mass breakout on Sirius Black**, claiming Black is the one who orchestrated the escape to build an army for his own return to power.

Moreover, veteran Aurors and the few human administrators who visited the island began reporting that the Dementors were becoming increasingly difficult to direct, often hovering in the upper reaches of the fortress and ignoring direct commands from Ministry officials. Later came delayed responses, and unexplained

absences, where entire sectors of the North Sea were left unguarded for days. Rumors among the staff spread that the Dementors were no longer feeding on the prisoners.

Getting into more detail about the events of 20th January, the **Anti-Apparition and Anti-Portkey wards failed in a specific sequence**. There is significant debate over whether these wards were sabotaged from within or if they simply destabilised once the Dementors abandoned their posts. However, without the beings there to suppress the inmates' magic, and with the weak outer shields, the prisoners could just walk out. The Azkaban Ten were part of Voldemort's Inner Circle, posing a threat to national security. By the time the Ministry's emergency sensors finally went off, the island was already empty.

The fallout of the breach is already being felt

far beyond the North Sea. For the average witch or wizard, this is a nightmare come true. The news has turned the wizarding world upside down overnight. The Dementors have migrated to the mainland; "**soul-chilling mists**" have been rolling across the country, creating a literal and metaphorical cloud of fear. Muggles are reporting widespread, unexplained "**gloom**" and "**freak weather**," putting the International Statute of Secrecy at its most vulnerable point in decades. Wizarding families are staying indoors, shops in Diagon Alley are closing early, and the Ministry is under immense pressure. The others might not be aware of what's at play, but it all pointed to the rise of He Who Must Not Be Named, and a Second Wizarding World War.

# Key Characters

## *Cornelius Fudge*

### *Minister for Magic*

Fudge holds the highest level of administrative authority. He has the power to issue Emergency Decrees and Executive Orders, which allow for the immediate implementation of new security protocols. He oversees the Ministry's budget and is responsible for all official communications with the Daily Prophet.

## *Amelia Bones*

### *Head of the DMLE*

Bones is the primary judicial and law enforcement authority in the wizarding world. She oversees the Auror Office and the Wizengamot, the high court of law. She can authorise the use of Veritaserum during interrogations and sign warrants for search and seizure.

## *Dolores Umbridge*

### *Senior Undersecretary to the Minister*

Umbridge serves as the primary administrative link between the Minister's office and other departments. She holds the authority to draft and implement Educational Decrees and is responsible for conducting Administrative Audits to ensure departmental efficiency. She has the power to act as a witness or investigator in Ministry hearings.

### Percy Weasley

*Junior Assistant to the Minister*

Percy handles the Administrative and Logistical operations of the Minister's office. He is responsible for the official transcripts of council meetings and has direct access to the Azkaban inspection records and departmental archives.

### Rufus Scrimgeour

*Head of the Auror Office*

Scrimgeour is the commander of the Ministry's primary tactical force. He is responsible for the deployment of Auror Strike Teams and the protection of high-risk wizarding settlements. He holds the authority to establish Security

Perimeters and oversees the training and equipment of all law enforcement personnel.

*Alastor "Mad-Eye" Moody  
Retired Auror/Security Consultant*

Moody provides specialized expertise in Counter-Intelligence and Defensive Magic. He possesses the magical capability to detect concealment charms, Polyjuice Potion, and invisible threats. He is a primary resource for identifying the specific combat tactics used by the escapees.

*Kingsley Shacklebolt  
Senior Auror*

Shacklebolt serves as the Ministry's liaison to the Muggle Prime Minister's office, holding the authority to coordinate Memory Modification efforts to maintain the International Statute of Secrecy. He is responsible for monitoring the Floo Network, ensuring that the mists and prisoner activity do not lead to large-scale Muggle exposure.

*Albus Dumbledore*  
*Headmaster of Hogwarts*

Dumbledore is a recognised expert on Ancient Magic and Dementor behaviour. He holds the authority to activate the ancient defensive enchantments of Hogwarts, and provides technical advice on high-level charms and the long-term management of immortal beings.

*Severus Snape*  
*Potions Master*

Snape is the primary authority on Dark Arts Forensics and advanced medicinal brewing. He is responsible for the production of the Ministry's Veritaserum supply and the development of antidotes for curses used by the escapees.

*Hermione Granger*  
*Founder of the D.A.*

Granger provides Technical and Arithmantic analysis of the Azkaban ward failure. She is well-versed in the historical and magical

precedents of the "Anti-Apparition" shields and proposes the technical specifications for their repair. She also has a deep understanding of Wizarding Law, enabling her to identify legal loopholes.

*Lucius Malfoy*

Ministry Benefactor/Strategic Advisor

Malfoy holds Consultative Influence. He has the resources to fund Private Security Initiatives and provides a perspective on the concerns of the pure-blood aristocracy and the financial impact of the ongoing crisis.

*Rita Skeeter*

Journalist

Skeeter is the primary figure responsible for Public Information and Media Coverage. She has the ability to gather information through unconventional investigative methods and report it to the wider wizarding population.

# Issues to be Addressed

## I. *The Total Collapse of Prison Security*

The council must decide how to secure the remaining hundreds of criminals still on the island, simultaneously following the lead of the ten escapees.

## II. *Public Panic and the Dementor Migration*

The public needs to be protected from Dementors that have moved to the mainland.

## III. *The Statute of Secrecy Under Pressure*

The effects of the breakout, such as weird weather and mass depression,<sup>n</sup> are being noticed by Muggles across the country, which can expose the existence of the Wizarding World.

## IV. *Internal Sabotage or Ministry Negligence*

The failure of the Anti-Apparition wards suggests the breach was assisted by someone with high-level access, though it must be acknowledged that the Ministry failed to act on reported Dementor misbehaviour.

# Potential Directives

A directive is an official action plan or resolution submitted by delegates to address a specific crisis, which can influence the ongoing simulation. Here are some ideas but directives are not limited to:

1. Implementing strict curfews and monitoring the Floo Network to track all movement within the country.
2. Hiring Goblins, Trolls, or human wardens to replace the Dementors and keep the remaining prisoners locked up.
3. Regulating the Daily Prophet to prevent a public uprising and ensure the Ministry's narrative remains the only one available.
4. Organising mass training for the Patronus Charm to help the public protect themselves against roaming Dementors.

# Questions to Consider

1. Who bears ultimate responsibility for the Azkaban breach? Was it institutional failure, political negligence, or deliberate sabotage?
2. Is the Ministry's stability worth more than the public's safety?
3. What substitute can be used if Dementors are not to be trusted?
4. Should the Dementors be negotiated with, reclaimed by force, or classified as enemies of the state?
5. Should the Ministry prioritise direct combat with the Dementors or focus on large-scale defensive charms to shield civilian centers?
6. Should the Statute of Secrecy be modified to warn the Muggle Prime Minister about dangerous escaped convicts?
7. Is the threat of the ten escapees significant enough to legalise the Killing Curse for Aurors once more?
8. Should known associates of the escapees be monitored, detained, or interrogated?

# Useful Resources

1. Harry Potter and the Order of the Phoenix (Chapters 25 & 26)
2. Harry Potter and the Half-Blood Prince (Dementor breeding and mists)
3. Anti-Apparition and Anti-Portkey Magic
4. Educational Decrees (as of January 1996)
5. [https://harrypotter.fandom.com/wiki/MASS\\_BREAKOUT\\_FROM\\_AZKABAN](https://harrypotter.fandom.com/wiki/MASS_BREAKOUT_FROM_AZKABAN)
6. [https://digitalcommons.unl.edu/cgi/view\\_content.cgi?article=1081&context=dialogue](https://digitalcommons.unl.edu/cgi/view_content.cgi?article=1081&context=dialogue)
7. <https://scifi.stackexchange.com/questions/133039/how-does-azkabans-management-work>
8. <https://movies.stackexchange.com/questions/11314/how-did-the-death-eaters-physically-escape-from-azkaban>